

Session 126 - (2025-2026)

S 0718 General Bill, By Garrett

Summary: Removal of People from Vehicle Park

A BILL TO AMEND THE SOUTH CAROLINA CODE OF LAWS BY ADDING SECTION 45-2-65 SO AS TO PROVIDE THE CONDITIONS UNDER WHICH AN OPERATOR OF ANY RECREATIONAL VEHICLE PARK MAY HAVE ANY TRANSIENT GUEST OF THE PARK REMOVED, AND TO PROVIDE GUIDELINES FOR REMOVAL OF THE GUEST.

12/10/25	Senate	Prefiled
12/10/25	Senate	Referred to Committee on Family and Veterans' Services
01/13/26	Senate	Introduced and read first time (Senate Journal-page 30)
01/13/26	Senate	Referred to Committee on Family and Veterans' Services (Senate Journal-page 30)
01/29/26	Senate	Committee report: Favorable with amendment Fish, Game and Forestry (Senate Journal-page 7)
02/10/26	Senate	Committee Amendment Adopted (Senate Journal-page 30)
02/10/26	Senate	Amended (Senate Journal-page 30)
02/17/26	Senate	Adopted, returned to House with concurrence
02/17/26	Senate	Amended (Senate Journal-page 8)
02/17/26	Senate	Read second time (Senate Journal-page 8)
02/17/26	Senate	Roll call Ayes-44 Nays-0 (Senate Journal-page 8)
02/18/26	Senate	Read third time and sent to House (Senate Journal-page 14)
02/19/26	House	Introduced and read first time (House Journal-page 16)
02/19/26	House	Referred to Committee on Labor, Commerce and Industry (House Journal-page 16)
04/22/26	House	Committee report: Favorable with amendment Education and Public Works (House Journal-page 4)
04/28/26	House	Debate adjourned (House Journal-page 20)
04/29/26	House	Amended (House Journal-page 191)
04/29/26	House	Read second time (House Journal-page 191)
04/29/26	House	Roll call Yeas-108 Nays-0 (House Journal-page 200)
04/30/26	House	Read third time and returned to Senate with amendments (House Journal-page 17)
05/07/26	Senate	House amendment amended (Senate Journal-page 74)
05/07/26	Senate	Returned to House with amendments (Senate Journal-page 74)
05/08/26		Scrivener's error corrected
05/13/26	House	Debate adjourned until Thurs., 5-14-26
05/14/26	House	Continued (House Journal-page 19)